

STAR CASTLE

GAME PROGRAM INSTRUCTIONS



NOTE: Always turn the console **POWER** switch **OFF** when inserting or removing a Game Program cartridge. This will protect the electronic components and prolong the life of your game console.

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1. TERMINOLOGY

SHIP

The player's ship.

THRUST

Firing the ship's thrusters to propel it forward.

MISSILE

Shots fired by the player's ship.

ENERGY CANNON

Located in the center of the Star Castle, it's the heart and nerve center of the fortress, always tracking the ship's movements waiting for a clear shot.

ENERGY BLAST

Large blasts of energy fired by the Energy Cannon at the player.

SPACE MINE

Small energy mines that relentlessly follow the players ship.

SHIELDS

The Star Castle's three rotating protective rings surround the Energy Cannon.

SEGMENT

Each rotating shield ring is composed of 12 segments.

2. GAME PLAY

The primary objective is to pilot your ship to defeat the **Star Castle** by firing missiles at the Energy Cannon. First you must blow holes in its rotating shields while avoiding the ever pursuing Space Mines. Beware, the Energy Cannon will blast back through openings in the shields! The secondary objective is to score as many points as possible. See **Figure 1** for an explanation of the objects on the playfield.

The Energy Cannon is surrounded by three rotating shields. Each

shield is made of 12 segments and rotates in the opposite direction of the shield within it. The player can destroy shield segments with missiles. When all 12 segments of a shield ring are destroyed the shield rings beneath it expand to take its place and a new shield ring is created at the center. If the player's ship collides with the shields it will not be harmed, but will bounce off of them. To learn how to pilot the ship and other aspects of the game, see *Section 3 USING THE CONTROLLER*.

GAME PROGRAM INSTRUCTIONS

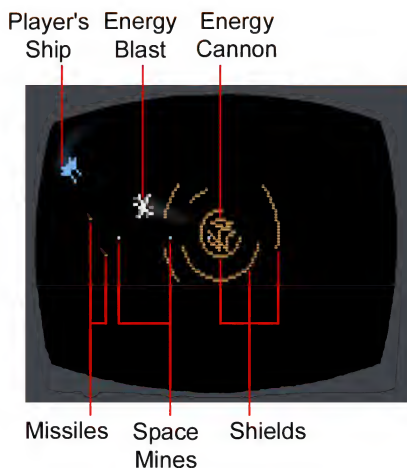


Figure 1

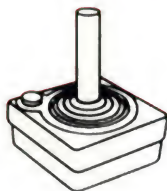
Once segments have been destroyed from all three shield rings, the player's missiles will have the opportunity to reach the Energy Cannon. The more segments that are destroyed, the more opportunities the player will have to get a clear shot at the Energy Cannon. The Energy Cannon is always turning to face the player and when it sees an opening in all three shields it fires an Energy Blast.

The Star Castle is also defended by three drifting Space Mines. Each

Space Mine is constantly homing in on and moving towards the player. The space mines may be destroyed by the ship's missiles but have no point value. For more information on scoring see section 5, **SCORING**.

When a player's ship is hit by a Space Mine or Energy Blast it is destroyed. The player starts each game with three ships. Additional ships can be earned, for more information see section 5, **SCORING**.

3. USING THE CONTROLLER



Use your Joystick Controller with this Game Program cartridge. Be sure the Joystick Controller cable is firmly plugged into the LEFT CONTROLLER jack at the back of your game console. Hold the Joystick with the red button to your upper left, toward the television screen. See Section 3 of your Owner's Manual for further details.

JOYSTICK CONTROLS

Moving the Joystick to the left rotates the player's ship counterclockwise, and moving it to the right rotates it clockwise. Moving the joystick up

will fire the ship's thrusters and propel it in the direction it is facing. When the player stops thrusting (stops pushing the Joystick up) the ship will continue to move but will eventually drift to a stop. This allows the player to perform advanced flight techniques like strafes (flying sideways while firing) and even occasionally flying backwards. The screen "wraps" from top to bottom and left to right. This means that if you fly your ship off one edge of the screen it will fly back onto the screen from the opposite edge.

FIRE BUTTON

The red "fire" button fires the ships missiles that are used to destroy Space Mines, shield segments, and the Energy Cannon. The button can also be used to start a new game from the main menu.

4. CONSOLE CONTROLS

GAME RESET SWITCH

Press the game reset switch at any time to start a new game. A new game can also be started from the

title screen by pressing the joystick button.

5. SCORING

SCORE CHART:

ACTIVITY	POINTS	BONUS
Destroying a Space Mine	0	
Destroying an outer ring shield segment	10	
Destroying a middle ring shield segment	20	
Destroying an inner ring shield segment	30	
Destroying the Star Castle	1440	Free ship

6. HELPFUL HINTS

SHOOTING

Don't be afraid to fire, your ship has an unlimited supply of missiles, but only three can be in flight at a time. There is a tradeoff between rate of fire and range, if you fire too quickly your range will be diminished.

SHIELD STRATEGY

Try to shoot many segments out of the shield rings without destroying an entire ring. This will give you a better shot at the Energy Cannon, but remember, it also gives the Energy Cannon more opportunities to blast back at you!

MANEUVERING

Keep moving, it makes it harder for the Energy Cannon to track you and for the Space Mines to catch up to you.

Don't be afraid to bounce your ship off the shields, several successful strategies involve this technique.

Practice good control of your ship and be creative in your maneuvers, this will help you in later levels.

7. SPECIAL THANKS

JoAnn Williamson, Grace Williamson, and Joseph Williamson

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Stephen Anthony - Emulation core/debugger development and enhancements; current maintainer for the Linux, OSX and Windows ports

Bradford Mott - Original author of Stella

Eckhard Stolberg - Emulation core development

Brian Watson - Emulation core development and debugger support

The latest Stella downloads, configuration and usage information and more can be found at <http://stella.sourceforge.net/>

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Galloping Ghost Arcade

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9. LEGAL

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